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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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10/811,104

03/26/2004

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619.807

9225

21707 7590 03/25/2008
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EXAMINER

TORIMIRO, ADETOKUNBO OLUSEGUN

ART UNIT

PAPER NUMBER

3714

MAIL DATE

DELIVERY MODE

03/25/2008

PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No. 10/811,104	Applicant(s) SEELIG ET AL.	
	Examiner Adetokunbo O. Torimiro	Art Unit 3714	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 15 January 2008.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-8 and 10-28 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-8 and 10-28 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. _____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413) |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | Paper No(s)/Mail Date. _____ |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08) | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

1. The amendment received on 08/15/2007 has been considered. It has been noted that claims 1,10,16,17, and 21 have been amended. Claim 9 has been cancelled.

Claim Rejections - 35 USC § 103

2. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

3. Claims 1-6,16, and 21 are rejected under 35 U.S.C. 103(a) as being unpatentable over Silkworth (US 1,373,679) in view of Kaplan (US 5,413,342).

Re claims 1-6, 16, and 21: Silkworth teaches a gaming device including a display object (15) further including a support platform (**see figs. 1 and 2; col.1, lines 41-46**) and a plurality of attached three-dimensional symbols each have height, width, depth, a front, and a back viewable surface (16) wherein each symbol is further configured to allow a player to view at least a portion of the front and back portions of different symbols when the display object is stationary or rotating and equally therewith communicate at least a portion of a game outcome (**see fig.3; col.2, lines 89-108**); a common rotational axis that intersects the display object, provides a common axis of rotation for each of the plurality of symbols wherein each of said symbols is further arranged such that they are intersected by a plane perpendicular to the common rotation axis (**see figs.1-3; col.1, lines 39-49**); the use of a rotation mechanism (20) controlled through a controller (23) for causing the

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display object to rotate (**see col.2, lines 93-95**) about the common rotation axis (17). The apparatus type claim limitations directed to the intended use including the ability of a device to act as a wagering device are not patentably distinguishable (MPEP 2114 – An apparatus claim must distinguish over the prior art through structure rather than function performed or intended use of the claimed invention).

However, Silkworth does not explicitly teach a plurality of three-dimensional sections where at least one of the latter is moveable relative to the other sections; three dimension positioned to form a whole and integrated image, and randomly determining outcome.

Kaplan teaches a plurality of three-dimensional sections where at least one of the latter is moveable relative to the other sections; three-dimension positioned to form a whole and integrated image, and randomly determining outcome (**see col.3, lines 1-6 and lines 57-59**).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate the teaching of Kaplan into Silkworth. One would be motivated to do this so as to have a gaming device with various sections, moveable in relation to the other sections with the gaming device remaining as a whole entity, and a randomly generated outcome thereby providing the game player with different and unexpected outcomes every time the game is played thereby keeping the player interested in the game.

4. Claims 1-6,13, and 14 are rejected under 35 U.S.C. 103(a) as being unpatentable over Lupo (US 2002/0111204) in view of Horvath (US 4,405,131) and Adams (US

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6,334,814). Lupo teaches a three-dimensional image alignment gaming device and method.

Re claim 1: Lupo teaches a gaming device comprising at least one three-dimensional figure (1), the at least one three-dimensional figure comprising a plurality of three-dimensional sections (2), the plurality of three-dimensional sections (2) having a height, a width, and a depth, the moveable three-dimensional section comprising a plurality of three-dimensional fractional images (2a), the moveable three-dimensional section being positionable to allow a player (21) view the plurality of three-dimensional fractional images by moving the moveable three-dimensional section (**see par. [0026], lines 6-8**), wherein when the moveable three-dimensional section is in at least one position, the plurality of three-dimensional sections form at least one whole, integrated three-dimensional image (1); at least one actuator / *cursor* (5) attached to the moveable three-dimensional section, the at least one actuator (5) configured to move the moveable three-dimensional section; and at least one controller / *input devices* (11-16) in communication with the at least one actuator, the at least one controller being configured to cause the at least one actuator to move the moveable three-dimensional section (**see fig 2; par. [0022], lines 1-4; par. [0030], line 14-16**).

However, Lupo does not teach at least one of the plurality of three-dimensional sections being moveable relative to the other sections; a gaming apparatus configured to allow the player to place a wager and play a game of chance, the game of chance comprising the randomly determined game outcome, wherein arrangement of the plurality of three-dimensional sections conveys the randomly determined game outcome.

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Horvath teaches at least one of the plurality of three-dimensional sections being moveable relative to the other sections **(see figs.1 and 15-18; col.1, lines 38-68).**

Adams teaches a gaming apparatus configured to allow the player to place a wager and play a game of chance, the game of chance comprising the randomly determined game outcome, wherein arrangement conveys the randomly determined game outcome **(see fig.2; col.3, lines 6-25).**

Therefore it would have been to obvious to one of ordinary skill in the art at the time the invention was made to make this combination of Lupo, Adams, and Horvath so has to have a gaming device with various sections, moveable in relation to the other sections with the gaming device remaining as a whole entity, and a randomly generated outcome thereby providing the game player with different and unexpected outcomes every time the game is played thereby keeping the player interested in the game.

Re claim 2: Lupo teaches the gaming device wherein the plurality of three-dimensional sections (2) is positioned around a common axis **(see figs. 2 and 3). It is inherent that for the Tic-Tac-Toe game as shown in this figs. 2 and 3 of Lupo and the Rubik cube game as shown in fig. 15-18 of Horvath, that the plurality of three-dimensional sections is positioned around common axis.**

Re claim 3: Lupo teaches the gaming device wherein the common axis is substantially vertical **(see figs. 2 and 3). Examiner chooses the vertical axis has the common axis for the Tic-Tac-Toe game in figs. 2 and 3.**

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Re claim 4: Lupo teaches the gaming device wherein at least two of the plurality of three-dimensional sections are moveable about the common axis (**see par. [0034], line 1-14**), each of the at least two moveable sections (2) being attached to the at least one actuator (5) in communication with the at least one controller (**see fig 2; par. [0030], line 14-16**).

Re claim 5: Lupo teaches the gaming device wherein each of the at least two moveable three-dimensional sections comprise three-fractional images that may when properly aligned, form three whole integrated three-dimensional images (**see par. [0035], lines 1-5**). **It is inherent that for a three-dimensional Tic-Tac-Toe game, n amount fractional images can be formed, which when properly aligned forms n amount of whole integrated images.**

Re claim 6: Lupo teaches the gaming device wherein the moveable three-dimensional section comprises n fractional images that may, when properly aligned, form n whole integrated images, where n is an integer (**see par. [0035], lines 1-5**). **It is inherent that for a three-dimensional Tic-Tac-Toe game, n amount fractional images can be formed, which when properly aligned forms n amount of whole integrated images.**

Re claim 13: Lupo teaches the gaming device wherein moving the moveable three-dimensional section changes the orientation of the plurality of fractional images thereon (**see par. [0026], lines 6-9**).

Re claim 14: Lupo teaches the gaming device further comprising a sensor / *game play software* in communication with the at least one controller, the sensor / *game play software* configured to detect the position of the moveable three-dimensional section (**see par. [0044], lines 1-6; par. [0046], lines 1-2**).

5. Claims 16-19, 21-23, 25, and 26 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kaplan (US 5,413,342) in view of Horvath (US 4,405,131) and Adams (US 6,334,814).

Re claim 16: Kaplan teaches a method of playing a game comprising allowing a player to place a wager on a game of chance (**see col.4, lines 14-17**), moving at least a first moveable three-dimensional section comprising a plurality of fractional three-dimensional images, randomly determining an outcome of the game of chance (**see col.3, lines 57-59**), selecting at least one of the plurality of fractional three-dimensional images to at least partially convey the outcome of the game of chance to the player (**see col.3, lines 60-65**), positioning the selected fractional three-dimensional image next to at least a second fractional image so that the player may see the selected fractional three-dimensional image (**see col.5, lines 14-21**), and awarding the player a prize if the selected fractional image and the at least a second fractional image form a predefined unitary / *same* image (**see col.4, lines 18-21**).

However, Kaplan does not teach each of the fractional three-dimensional images having a height, a width, and a depth.

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Horvath teaches each of the fractional three-dimensional images having a height, a width, and a depth **(see figs.1 and 15-18; col.1, lines 38-68)**.

Adams teaches a gaming apparatus configured to allow the player to place a wager and play a game of chance, the game of chance comprising the randomly determined game outcome, wherein arrangement conveys the randomly determined game outcome **(see fig.2; col.3, lines 6-25)**.

Therefore it would have been to obvious to one of ordinary skill in the art at the time the invention was made to make this combination of Lupo, Adams, and Horvath so has to have a gaming device with various sections, moveable in relation to the other sections with the gaming device remaining as a whole entity, and a randomly generated outcome thereby providing the game player with different and unexpected outcomes every time the game is played thereby keeping the player interested in the game.

Re claim 17: Kaplan teaches the method wherein the step of moving comprises rotating the at least a first moveable three-dimensional section about a rotational axis **(see col.4, lines 36-44)**.

Re claim 18: Kaplan teaches the method wherein the rotational axis is vertical **(see col.4, lines 36-44)**.

Re claim 19: Kaplan teaches the method further comprising moving a plurality of moveable three-dimensional sections relative to each other, each of the plurality of moveable three-dimensional sections comprising n fractional images that when properly

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aligned, may form n predefined unitary images (**see col.3, lines 1-3**), and awarding a partial prize based on the number of correctly aligned n fractional images (**see fig. 4a-4f; col.2, lines 56-59**). **It is an inherent feature of the slot machine to form a predetermined unitary image when fractional images comprised on it are properly aligned.**

Re claim 21: Kaplan teaches a gaming device comprising a plurality of three-dimensional section means, at least one of the plurality of three-dimensional section means being moveable relative to the other three-dimensional section means, the moveable means comprising a plurality of fractional image means for communicating a game outcome, wherein when the moveable three-dimensional section means is in at least one position, the plurality of three-dimensional section means form a unitary predefined three-dimensional image (**see col.3, lines 1-6**), positioning means (14) for moving the moveable three-dimensional section means (**see fig. 3; col.2, lines 50-51**), and controller means (4,17) in communication with the positioning means, the controller means configured to cause the positioning means to move the moveable three-dimensional section means (**see fig. 3 and 6; col.2, lines 44-45 and lines 53-55**). **It is an inherent for a plurality of three-dimensional sections to form a unitary three-dimensional image.**

However, Kaplan does not teach each of the fractional three-dimensional images having a height, a width, and a depth.

Horvath teaches each of the fractional three-dimensional images having a height, a width, and a depth (**see figs.1 and 15-18; col.1, lines 38-68**).

Adams teaches a gaming apparatus configured to allow the player to place a wager and play a game of chance, the game of chance comprising the randomly determined game outcome, wherein arrangement conveys the randomly determined game outcome **(see fig.2; col.3, lines 6-25)**.

Therefore it would have been to obvious to one of ordinary skill in the art at the time the invention was made to make this combination of Lupo, Adams, and Horvath so has to have a gaming device with various sections, moveable in relation to the other sections with the gaming device remaining as a whole entity, and a randomly generated outcome thereby providing the game player with different and unexpected outcomes every time the game is played thereby keeping the player interested in the game.

Re claim 22: Kaplan teaches the gaming device further comprising a sensor means / *computer* for determining the position of the moveable three-dimensional section means and communicating the position to the controller means (17) **(see col.4, lines 2-5)**.

Re claim 23: Kaplan teaches the gaming device further comprising a gaming means for accepting a wager from a player and presenting the player with a game **(see col.4, lines 14-17)**.

Re claim 25: Kaplan teaches the gaming device wherein the moveable three-dimensional section means is rotatable about a vertical axis **(see col.4, lines 36-44)**.

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Re claim 26: Kaplan teaches the gaming device wherein the rotational axis is substantially horizontally positioned (**see col.4, lines 36-44**).

6. Claims 7 and 8 are rejected under 35 U.S.C. 103(a) as being unpatentable over Lupo (US 2002/0111204) in view of Horvath (US 4,405,131) and Adams (US 6,334,814) and further in view of Paulos (US 4,407,502). The teachings of Lupo have been discussed above.

Re claim 7 and 8: Lupo teaches a three-dimensional image alignment gaming device and method.

However, Lupo fails to teach the gaming device wherein the at least one whole, integrated three-dimensional image comprises an image of an animal and a human.

Paulos teaches this gaming device wherein the at least one whole image comprises an image of an animal / human (**see figs. 1 and 2; col.6, lines 3-7**).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to replace the image on the at least one whole integrated three-dimensional figure with an animal / human so as to make the game provide variety and enjoyment to the game player.

7. Claim 15 is rejected under 35 U.S.C. 103(a) as being unpatentable over Lupo (US 2002/0111204) in view of Horvath (US 4,405,131) and Adams (US 6,334,814) and further in view of Inoue (US 5,722,891). The teachings of Lupo have been discussed above.

Re claim 15: Lupo teaches a three-dimensional image alignment gaming device.

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However, Lupo fails to teach the gaming device further comprising a gaming apparatus configured to allow the player place a wager and play a game of chance, and wherein the at least one three-dimensional figure is associated with a bonus game.

Inoue teaches this gaming device further comprising a gaming apparatus (7) configured to allow the player to place a wager (**see fig.1; col.5, lines 37-39**), and wherein the at least one three-dimensional figure is associated with a bonus game (**see col.2, lines 21-23**).

Therefore in view of Inoue, it would have been obvious to one of ordinary skill in the art at the time the invention was made to place a gaming apparatus to allow the player to place a wager and to make the three-dimensional figure to be associated with a bonus game so that the gaming device can attract players and heighten their interest in playing the game.

8. Claims 10 and 11 are rejected under 35 U.S.C. 103(a) as being unpatentable over Lupo (US 2002/0111204) in view of Horvath (US 4,405,131) and Adams (US 6,334,814) and further in view of Holmes, Jr. (US 5,720,662). The teachings of Lupo have been discussed above.

Re claims 10 and 11: Lupo teaches a three-dimensional image alignment gaming device and method with randomly determined outcome.

However, Lupo fails to teach the gaming device wherein a prize / *payout* is awarded to the player when the plurality of three-dimensional sections are arranged such that the whole or partial integrated three-dimensional image is displayed to the player.

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Holmes, Jr. teaches the gaming device wherein a whole or partial prize / *payout* is awarded to the player when the plurality of three-dimensional sections are arranged such that the whole or partial integrated three-dimensional image is displayed to the player **(see col.6, lines 39-44)**.

Therefore in view of Holmes, Jr., it would have been obvious to one of ordinary skill in the art at the time the invention was made to make a whole or partial prize / *payout* to be awarded to the player when the plurality of three-dimensional sections are arranged such that the whole or partial integrated three-dimensional image is displayed to the so that the players can be more competitive and strive to play better in the game.

9. Claim 12 is rejected under 35 U.S.C. 103(a) as being unpatentable over Lupo (US 2002/0111204) in view of Horvath (US 4,405,131) and Adams (US 6,334,814) and further in view of Ikenaga (US 2003/0067113). The teachings of Lupo have been discussed above.

Re claim 12: Lupo teaches a three-dimensional image alignment gaming device and method.

However, Lupo fails to teach the gaming device wherein the plurality of three-dimensional sections are made of plastic.

Ikenaga teaches this gaming device wherein the plurality of three-dimensional sections is made of plastic **(see claim 3)**.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to replace the plurality of three-dimensional sections with the

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plurality of three-dimensional sections made of plastic so as to insure the smooth movement and flexibility of the plurality of three-dimensional sections.

10. Claims 20 and 24 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kaplan (US 5,413,342) in view of Horvath (US 4,405,131) and Adams (US 6,334,814) and further in view of Inoue (US 5,722,891). The teachings of Kaplan have been discussed above.

Re claims 20 and 24: Kaplan teaches a three-dimensional image alignment gaming device and method allowing the player to play a primary game of chance.

However, Kaplan fails to teach the gaming device wherein the at least one three-dimensional figure is associated with a bonus game.

Inoue teaches this gaming device wherein the at least one three-dimensional figure is associated with a bonus game **(see col.2, lines 21-23)**.

Therefore in view of Inoue, it would have been obvious to one of ordinary skill in the art at the time the invention was made to make the three-dimensional figure to be associated with a bonus game so that the gaming device can attract players and heighten their interest in playing the game.

11. Claims 27 and 28 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kaplan (US 5,413,342) in view of Horvath (US 4,405,131) and Adams (US 6,334,814) and further in view of Paulos (US 4,407,502). The teachings of Kaplan have been discussed above.

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Re claims 27 and 28: Kaplan teaches a three-dimensional image alignment gaming device and method.

However, Kaplan fails to teach the gaming device wherein the at least one whole, integrated three-dimensional image comprises an image of an animal and a human.

Nakamura teaches this gaming device wherein the at least one whole image comprises an image of an animal / human (**see figs. 1 and 2; col.6, lines 3-7**).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to replace the image on the at least one whole integrated three-dimensional figure with an animal / human so as to make the game provide variety and enjoyment to the game player.

Response to Arguments

12. Applicant's arguments on all claims have been considered but are moot in view of the new grounds of rejection.

Conclusion

13. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Adetokunbo O. Torimiro whose telephone number is (571) 270-1345. The examiner can normally be reached on Mon-Fri (8am - 4pm).

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If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert Pezzuto can be reached on (571) 272-6996. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

/A. O. T./

Examiner, Art Unit 3714

/Robert E Pezzuto/

Supervisory Patent Examiner, Art Unit 3714